

IN THE CLAIMS:

1. (currently amended) A method for rendering a texture onto a surface of ~~an~~ a first object model represented ~~with~~ by a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

~~supposing a stereoscopic object preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and~~

~~defining an intersecting part between the stereoscopic each second object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the stereoscopic object texture data on the defined region surface of the first object model.~~

2. (original) A method for rendering a texture according to claim 1, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

3. (currently amended) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture;

means for ~~supposing a stereoscopic object preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between the stereoscopic ~~each second~~ object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the stereoscopic object texture data on the defined region surface of the first object model.

4. (original) An entertainment apparatus according to claim 3, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

5. (currently amended) A storage medium readable by an information processing apparatus, having recorded therein a program for causing the information processing apparatus to execute a rendering process, said program comprising:

storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

~~supposing a stereoscopic object preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and~~

~~defining an intersecting part between the stereoscopic each second object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the stereoscopic object texture data on the defined region surface of the first object model.~~

6. (original) A storage medium according to claim 5, readable by an information processing apparatus, having recorder therein a program, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

7. (currently amended) A program for causing an information processing apparatus to execute a rendering process, comprising:

storing object data represented with by a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

~~supposing a stereoscopic object preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and~~

~~defining an intersecting part between the stereoscopic each second object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the stereoscopic object texture data on the defined region surface of the first object model.~~

8. (currently amended) A method for rendering a texture onto a surface of an object model represented ~~with~~ by a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot;
~~supposing a stereoscopic object preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and~~

~~defining an intersecting part between the stereoscopic each second object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the stereoscopic object texture data on the defined region surface of the first object model.~~

9. (currently amended) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot;

means for ~~supposing a stereoscopic object preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between ~~the stereoscopic each second~~ object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the ~~stereoscopic object texture data on the defined region surface of the first object model.~~